FEDERICO MAGLIONE

Game Developer | Frontend & Backend Developer

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SUMMARY

Game Developer with a Master's degree in Computer Science (Game Development), specialized in Unity and experienced with Unreal Engine.
Strong background in gameplay systems, VR/XR, multiplayer architectures, and AI-driven tools, with solid experiences in computer science and web development.
Curious, adaptable, and focused on building scalable, performant, and engaging interactive experiences.

Checkout my portfolio for more information:
www.federicomaglione.com

PROJECTS

StoryGen AI — Master's Thesis

📅 2024 - 2025
🔗 www.federicomaglione.com/project/masterThesis.html

AI-driven narrative tool for game development
(Unreal Engine · Python · AI · RAG · Graph-based Systems)

- Designed and implemented an AI-driven support system for procedural story generation.
- Implemented a graph-based narrative structure to generate branching storylines and player-driven outcomes.
- Built a validation and consistency pipeline to ensure logical coherence across generated story nodes.
- Focused on VR comfort and motion design, reducing motion sickness through controlled movement systems.

Relic Hunter - Unity VR Game

📅 2024 - 2025
🔗 www.federicomaglione.com/projects/relichunter.html

First-person fantasy VR game experience using the Unity XR system with full hand tracking support.
(Unity · Unity XR · Hand Tracking · Gesture Recognition)

- Designed and developed a first-person VR gameplay experience focused on immersive spellcasting.
- Implemented a gesture-based interaction system using full hand tracking support.
- Built a custom gesture recognition system to detect hand poses, movements, and dynamic gestures

Pump Down The Flame - Unity 2D Game

📅 2023 - 2024
🔗 www.federicomaglione.com/projects/pumpdowntheflame.html

Fast-paced 2D action platformer focused on mechanics and game feel
(Unity 2D · Gameplay · Level Design · Art)

- Developed player movement, combat systems, and environmental interactions.
- Iterated rapidly through gameplay prototyping to refine mechanics and difficulty balance.
- Collaborated on visual and gameplay feedback to improve player readability and pacing.

Don't Fall Now - Unity Online Multiplayer Game

📅 2022 - 2023
🔗 www.federicomaglione.com/projects/dontfallnow.html

Online multiplayer platformer with matchmaking and real-time gameplay
(Unity · C# · Photon Multiplayer)

- Developed a real-time online multiplayer game using Photon networking.
- Implemented authoritative server, player synchronization, matchmaking, and session management systems.
- Optimized gameplay logic for networked environments and latency handling.

EXPERIENCE

Senior Java & Liferay Web App Developer

Intesa Sanpaolo

📅 2020 - 2024 📍 Milan, Italy
🔗 www.federicomaglione/experiences.html

Enterprise Web Application Developer for the Intesa Sanpaolo Group, working on large-scale insurance and healthcare platforms. Specialized in Java, Liferay, system integrations, CI/CD pipelines, and production-critical environments within Agile Scrum teams.
(Java · Liferay · AWS · Elasticsearch)

- Design and development of new internal and external web applications
- Management and integration of new features for enterprise platforms such as IS Vita and IS Assicura
- Migration of applications from Gradle to Maven build systems
- Integration and maintenance of CI/CD pipelines
- Production issue handling and ticket-based problem resolution
- Extensive use of Git and CI/CD tools to ensure proper versioning and delivery

Front-End / Back-End Developer

Leroy Merlin

📅 2019 - 2020 📍 Milan, Italy
🔗 www.federicomaglione/experiences.html

Designed and developed an enterprise web application for Leroy Merlin, aimed at managing storage and inventory items across multiple retail stores. The platform was deployed on the internal company network and allowed employees to track stored elements, manage availability, and request new orders through a centralized system.

- Backend and frontend development of the internal web application.
- Design and implementation of REST APIs for data access and operations.
- Management of inventory data and order request workflows.
- Integration with cloud-based pub/sub systems for event-driven updates.

Full-Stack Developer – iScheduler (AI Platform)

Contrader

📅 2019 - 2020 📍 Avellino, Italy
🔗 www.federicomaglione/experiences.html

Experimental web platform for AI-driven interview simulation and feedback.

- Developed an experimental AI-oriented web platform for interview simulation.
- Built front-end with Angular and back-end services with Spring Boot, REST, and MySQL.
- Designed structured workflows and role-based dashboards.

AWARD

Winner New Game Design (Don't Fall Now Game)
Award-winning multiplayer 3D fighting game featuring asymmetric team roles, online systems, and real-time competitive gameplay. Winner of the New Game Design (NGD) competition.

Winner - Startup Competition at Contrader (Ischeduler App)
Experimental web-based platform designed to simulate job interviews and explore AI-driven feedback for communication and behavioral improvement.

EDUCATION

Master's Degree – Computer Science (Game Development)
University of Milan

📅 2026 📍 Milan, Italy

Bachelor's Degree – Computer Science
University of Naples Federico II

📅 2019 📍 Naples, Italy

LANGUAGES

Italian	Native	**Spanish**	Intermediate
English	Advanced		

OTHER EXPERIENCES

Snow Tracker Project
(OpenGL , C++ , Simulation, Lightning)
Real-time graphics simulation developed in C++ and OpenGL, designed to demonstrate advanced rendering techniques through the dynamic visualization of traces left in the snow by a moving vehicle.

Iris Based Cryptography Bachelor Thesis
(MatLab, Java)
Experimental evaluation of a biometric–cryptographic system based on iris recognition, with the goal of improving the stability and reliability of biometric keys for secure authentication.

GTA V Roleplay Server Developer
(Lua, MySQL, FiveM)
Development and maintenance of custom server-side systems for a GTA V Roleplay server, focused on gameplay logic, persistence, and roleplay mechanics

Game Server Dev & Admin — World of Warcraft Private Server
(Lua, C++, Databases, Networking)
Development, customization, and maintenance of a World of Warcraft game server, including server-side scripting, database management, and gameplay systems.

IT Support & Computer Technician - Fast4you
Technical support and maintenance for personal computers, including hardware repair, system recovery, and software installation.

SKILLS

Game Development
Unity (2D, 3D, XR), Unreal Engine, Multiplayer (Photon), Gameplay Design

Programming
C#, C++, C, Python, Java, Lua

Web & Backend
Spring REST, Hibernate, Angular, REST APIs, SOAP, Databases (Oracle, MariaDB, MySQL), Liferay, Apache, Tomcat

AI & Tools
Prompt Engineering, Narrative Systems, RAG Architectures, Gemini & ChatGPT APIs

Cloud & DevOps
AWS, GCP, Git, CI /CD (GitHub, GitLab, Jenkins, Bitbucket)

Build Tools
Maven, Gradle

HIGHLIGHTS

Living abroad
Lived and worked in Barcelona for 1 year: independence, adaptability, and cultural exposure.

Entertainment & teamwork
Worked as an entertainer for a season: energy, communication, and managing groups under pressure.

Early tech curiosity
Built and managed private servers (WoW / Habbo / GTA RP) from a young age: scripting, hosting basics, communities.

Curiosity & exploration
I love learning new things, experimenting with tools, and traveling: it keeps my creativity fresh.